In the Claims:

1.   (Cancelled).

2.   (Currently Amended) The method of claim [[1]] 3 further comprising the step of:

selecting the at least one of the state objects based on the information requested and prior to any interaction between the HTTP client and the HTTP server.

3.   (Currently Amended) ~~The method of claim 1 further comprising the steps of:~~ A method of presenting custom information to an HTTP client
from an HTTP server, the method comprising the steps of:

creating a plurality of state objects at the HTTP client;

storing the plurality of state objects on the HTTP client prior to an initial interaction with the HTTP server;

initiating an interaction between the HTTP client and the HTTP server;

requesting information from the HTTP server;

sending at least one of the state objects to the HTTP server so that the information can be formatted responsive to the sent state object;

receiving the formatted information from the HTTP client;

based on previously requested information, automatically creating a state object by the ~~http~~ HTTP client;

storing the automatically created state object on the ~~http~~ HTTP client;

if information on the ~~http~~ HTTP server is requested, additionally sending the automatically created state object to the ~~http~~ HTTP server; and

based on the automatically created state object, transmitting the information relating to the previously requested information to the ~~http~~ HTTP client.

4.   (Currently Amended) The method of claim [[1]] 3, wherein the plurality of state objects include at least one attribute.

5.   (Original) The method of claim 4 further comprising the step of defining the attributes by a user.

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6.   (Original) The method of claim 4 further comprising the steps of:

creating new attributes by a user; and

defining the new attributes by the user.

7.   (Cancelled).

8.   (Currently Amended) The method of claim [[7]] 11, wherein the plurality of http HTTP servers may be located in a single domain.

9.   (Currently Amended) The method of claim [[7]] 11, wherein the plurality of http HTTP servers may be located in a plurality of domains.

10.   (Currently Amended) The method of claim [[7]] 11 further comprising the steps of:

based on the information requested, sending certain state objects to the plurality of http HTTP servers; and

based on the certain state objects, transmitting the information to the http HTTP client.

11.   (Currently Amended) The method of claim 7 further comprising the steps of: A method of transferring state objects between an HTTP client and a plurality of HTTP servers, the method comprising the steps of:

creating a plurality of state objects at the HTTP client;

storing the plurality of state objects on the HTTP client prior to any interaction with a first HTTP server;

if information on the first HTTP server is requested, sending the plurality of state objects to the first HTTP server;

if information on a second HTTP server is requested, sending the plurality of state objects to the second HTTP server;

based on the plurality of state objects, transmitting the information to the HTTP client;

based on previously requested information, automatically creating a state object by the http HTTP client;

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storing the automatically created state object on the ~~http~~ HTTP client;

if information on the plurality of ~~http~~ HTTP servers is requested, additionally sending the automatically created state object to the plurality of ~~http~~ HTTP servers; and

based on the automatically created state object, transmitting the information relating to the previously requested information to the ~~http~~ HTTP client.

12.   (Currently Amended) The method of claim [[7]] 11,, wherein the plurality of state objects include at least one attribute.

13.   (Original) The method of claim 12 further comprising the step of defining the attributes by a user.

14.   (Original) The method of claim 12 further comprising the steps of:
creating new attributes by a user; and
defining the new attributes by the user.

15.   (Currently Amended) A communication network comprises:
a client system having a client processor and a client computer readable medium coupled to the client processor, the client computer readable medium containing program instructions for:

creating a plurality of state objects <u>including at least one automatically created state object based on previously requested information</u>;

storing the plurality of state objects <u>and the at least one automatically created state object</u> independent of an HTTP server;

requesting information from the HTTP server;

sending the plurality of state objects to the HTTP server <u>including the at least one automatically created state object when the requested information includes previously requested information</u>; and

receiving the information from the HTTP server based on the plurality of state objects <u>or the at least one automatically created state object</u>; and

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a server system having a server processor and a server computer readable medium coupled to the server processor, the server system coupled to the client system, the server computer readable medium containing program instructions for:

receiving the request for information from the client system, the request being a first interaction between the HTTP server and the HTTP client;

receiving the plurality of state objects <u>and the at least one automatically created state object</u>; and

transmitting the information to the client system based on the plurality of state objects, <u>wherein the information relating to the previously requested information is transmitted to the client system based on the at least one automatically created state object.</u>

16.   (Currently Amended) A computer readable medium on an <s>http</s> <u>HTTP</u> client, wherein the computer readable medium contains executable program instructions for:

creating a plurality of state objects at the HTTP client <u>including at least one automatically created state object based on previously requested information</u>;

storing the plurality of state objects <u>and the at least one automatically created state object</u> on the HTTP client independent of an HTTP server;

requesting information from the HTTP server;

sending the plurality of state objects to the HTTP server <u>including the at least one automatically created state object when the requested information includes previously requested information</u>; and

receiving the information from the HTTP server based on the plurality of state objects <u>and the at least one automatically created state object</u>.

17.   (Currently Amended) A computer readable medium on an HTTP server, wherein the computer readable medium contains executable program instructions for:

receiving a request for information from an HTTP client, the request being a first interaction between any HTTP server and the HTTP client<u>, wherein the request for information includes previously requested information</u>;

receiving, from the HTTP client, a plurality of state objects that were not forwarded by

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any HTTP server to the HTTP client, the plurality of state objects including at least one automatically created state object that was created based on the previously requested information and stored on the HTTP client; and

transmitting the information to the HTTP client based on the plurality of state objects including the at least one automatically created state object.

18.   (Cancelled).

19.   (Currently Amended) The computer system of claim [[18]] 21 wherein the plurality of state objects may be sent to any server in any domain.

20.   (Currently Amended) The computer readable medium of claim [[18]] 21, wherein the executable program instructions further:

based on the information requested, send certain state objects to the server; and

based on the certain state objects, transmit the information to the client.

21.   (Original) ~~The computer readable medium of claim 18, wherein the executable program instructions further:~~ A computer system comprises:

a processor;

memory coupled to the processor; and

a computer readable medium coupled to the processor, wherein the computer readable medium includes executable program instructions for:

creating a plurality of state objects at a client;

storing the plurality of state objects on the client, independent of a particular server;

if information on a server is requested, sending the plurality of state objects to the server;

based on the plurality of state objects, transmitting the information to the client;

based on previously requested information, automatically ~~create~~ creating a state object by the client;

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if information on the server is requested, additionally sending the automatically created state object to the server;

based on the automatically created state object, transmitting the information relating to the previously requested information to the client; and

store storing the automatically created state object on the client.

22.   (Currently Amended) The computer readable medium of claim [[18]] 21, wherein the plurality of state objects include at least one attribute.

23.   (Original) The computer readable medium of claim 22, wherein the executable program instructions further allow a user to define the attributes.

24.   (Original) The computer readable medium of claim 22, wherein the executable program instructions further:

allow a user to create new attributes; and

allow the user to define the new attributes.

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